

# JACG 74CC

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THE JERSEY ATARI COMPUTER GROUP

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ATARI 800XL

ATARI 1250XLD



ATARI 600XL

### From the Editor's Desk ...

Once again the Jersey Atari Computer Group Newsletter comes through. In these pages you will find the first coverage anywhere of the new ATARI hardware and software as well as the new software from other vendors. The Austin Franklin 80-column board is reviewed here too. Finally, there is complete picture coverage from the Consumer Electronics Show. The JACG Newsletter is the one to read for the latest coverage of all news relating to the ATARI computer.

Due to the JACG austerity program, the special programming issue planned for August is postponed until September or October.

Until next month, may all of your computer prompts be positive.

Arthur Leyenberger  
Editor, JACG Newsletter



## AND NOW A WORD FROM THE PRESIDENT....

Who said there's no perks to this thankless job of user group president? (Just kidding about that "thankless" part, members!) I got a call from Atari the week before the big Consumer Electronics Show (hereafter referred to as CES) inviting me to go to Chicago as their guest to attend the unveiling of their new line of computers. Ten other group presidents were also invited. Having never gotten much from Atari, having never been to CES and having never been to Chicago (for free, that is), I pondered (for about 10 microseconds) and said "YES".

I spent Sunday and Monday at CES and was overwhelmed at what there was to see. Electronic everything was everywhere - from robots to laser audio digital disks to computerized microwave oven/home controllers to .... I want to narrow down the field a bit and give you my impressions of Atari and their presentation.

The Atari display was very impressive. It encompassed a wall of new 2600 games, a wall of new 5200 games, a wall promoting AtariTel (a not yet released "telephone" product (no prototype shown)), a wall with the new home computer products and a central area where some of the above were demonstrated. Sunday evening we attended a show-and-tell featuring just such ordinary guys as a president of Warner Communication, the president of Atari, Inc. and assorted vice-presidents. This was primarily intended to pump up the sagging spirits of distributors and retailers (who have storerooms full of ET and PACMAN 2600 cartridges) with much talk about how sellable cartridges for the 2600 still were, how Atari was making the best 2600 cartridges, how super the 5200 Super System was and, of more importance to us, how terrific the new line of computers was. There will be more details on the line of computers in an accompanying article. Suffice it to say here that if Atari produces all the new computer products this fall they will indeed have a potent lineup. One of their big messages was that they made a mistake by not listening to their dealers and owners, but that they are now listening. There was also a lot of talk about "killing" the competition (meaning Coleco, TI, Mattel and Commodore). We saw the new commercials that Atari will be running, particularly for the 5200, and they look good. There is no doubt that there is going to be a knockdown dragout fight this Christmas season and not everyone is going to come out of it with market share in hand. Atari even went out and hired Alan Alda as their TV spokesperson (take that Bill Cosby and William Shatner!).

So, how does it look for us computer nerds? It appears to me that things can go either ways. A serious commitment to computers can stand on the products demonstrated. Aggressive marketing, competitive pricing and good support for purchasers (beyond repair service) can win the day for Atari. They seem to be positioned to cover the existing market

and will only fail badly if they don't get the new products on the market soon. They have come a long way in the few months since the 1200 fiasco and deserve to be taken seriously for their surprisingly quick reaction.

The dark lining to the cloud comes from my reading of what Warner is all about. Warner sells records. They know the product and they know how to promote it and they are comfortable doing just that. Software is a lot like records. So, Warner should be able to sell software. Indeed, they have set up an Atari Software Publishing Company to do just that - sell versions of all the terrific games for which Atari has gotten the distribution rights and do this for all the popular computers, no matter who makes them (i.e., Apple, IBM, Commodore and TI). This partly undercuts their own hardware in that they then can't promote hardware with exclusive software. On the other hand, software makes lots of money and hardware doesn't. (Witness Osborne, with lots of sales but reportedly in financial trouble.) It is not difficult to project a future where Atari drops computers from their lineup and concentrates exclusively on software. I certainly hope that this does not come about, but you might reread this column one year from now to see where the dust has settled.

There was an informal agreement amongst the user group presidents in attendance to try to keep in touch with each other in order to promote communication and also to plan on how to use our collective weight to move Atari toward more support and understanding of what Atari groups are all about. Toward this end, we will begin by making a joint request to Atari that they include a notice with every computer sold that there are user groups all over the country. We truly represent the best salespersons Atari has, the most knowledgeable, the most enthusiastic.

Now it's time to get on with the rest of this newsletter. As they say in Katmandu, "Sheldon, enough is enough".

See you next month.

Richard Kushner - JACG President \*

## 1983 MEETING SCHEDULE

All meetings are held on the second Saturday of each month in the Bell Labs Auditorium, Murray Hill, New Jersey. The meetings begin promptly at 10:00 a.m. and finish about noon. Dealer sales are permitted from 9:15 to 10:00 in the lobby, a general question and answer session occurs from 9:30 to 10:00, and a member sale/swap session takes place from 9:30 to 10:00 in the lobby (original software only).

July 9, 1983  
Aug. 13, 1983  
Sept. 10, 1983  
Oct. 8, 1983  
Nov. 12, 1983  
Dec. 10, 1983





#### PRINTER SPECIALS

RX 80 By EPSON	100 cps	\$	409.00
C-ITOH Prowriter		\$	375.00

#### MODEMS

HAYES 300 Smartmodem	\$	219.00
J CAT From Novation	\$	129.00

Color Coders ( Disk Holders)	\$	14.95
Box of Five		

Donkey Kong	\$	39.95
Shamus Case II	\$	27.95

In Home Key Boards	\$	39.95
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As Usual our Low Price on all Disks

Elephant S/S,S/D	\$ 20.95 per box
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All prices are cash and carry. Add 3% for MC and Visa

ANNOUNCING THE NEW ATARI LINEUP  
A REPORT FROM C.E.S.  
by Dick Kushner-JACG

Ladies and gentleman, in the center ring, for your enjoyment, feast your eyes on not one, not two, not three but four, count them, four new computers from Atari.

First, there is the modest 600XL. Packing 16K (expandable to 64K), it has a full stroke keyboard, built-in Atari BASIC, two joystick ports and one cartridge slot - all for less than \$200. The long awaited 600 is really here! Let's have no jokes about where the computer is, since it is really the size of a keyboard.

Second, at \$299, there is the new 800XL, a more serious contender with its 64K, expandable bus and monitor connection.

Third comes the 1400XL, containing most of what the original 1200 should have had. In fact, it looks like the 1200. It is the 800XL with the addition of a built-in modem (300 baud) and a built-in speech synthesizer. How's them apples for what will probably be about \$500!

Finally, we come to the top of the line, the creme-de-la-creme, the 1450XLD. "D" do you say? Yes, "D" for disk. This beauty has a hood on top enclosing one double density, double sided low profile disk drive. Well, not exactly double density, but it does have 127K of storage per side. (You see, they increased the tracks per disk, feeling that double density drives were not reliable enough at this time.)

Seriously folks, the lineup looks pretty good. A nice competitive series has been created without rendering the existing 400 and 800 computers obsolete. There is also a lineup of peripherals that goes along with these computers and which are also compatible with the 400/800.

The only disappointment is the much-too-slow Atari 1025 dot matrix printer. Much more exciting are the 1020 four color, 40 column printer and the 1027 20 character per second, letter quality printer. The latter will be priced at less than \$350. It is not a daisy wheel printer, but instead uses five rotating wheels, each containing one-fifth of the characters. The model I saw running in Chicago had good quality printing, but the letters did not quite line up across the printed page. If production models overcome this problem, this will be a dynamite product. It does not use a ribbon, but rather has a printwheel inker that is replaceable.

The 1050 disk drive is a single sided, 127K "double density" drive, again with the half height styling.

Two new input/output devices were demonstrated. Both a light pen and a graphics tablet were shown to large and enthusiastic audiences. These products are well designed, low cost methods of communicating with the Atari computers that will appeal to many, particularly, I think, to educators. Also aimed at educators is the AtariLab series. This

consists of an interface box which connects to a series of probes to measure temperature, light, etc. Coupled with software cartridges that utilize extensive graphics and a textbook series, these educational peripherals look very promising.

Next, is an expander box that attaches to the bus in the back of the computers. It provides eight slots for peripherals (i.e., 80 column boards, digitizers, or whatever) and also has two RS-232 ports and a parallel port.

Last, but certainly not least, is a CP/M box containing a 4 MHz Z-80 microprocessor, 64K of memory and CPM2.2. Your existing Atari then becomes the terminal to communicate with this other computer, allowing you to run the vast arsenal of CP/M software that exists, as long as it is translated into Atari format. Such famous programs as Wordstar and dBaseII will become available to you. Atari is to be congratulated for developing this product. (But how did they keep it secret since last August, when the project started?) This is expected to sell for under \$500, making it a bargain as well. Although the ability to run CP/M will certainly not interest everyone, it shows that Atari is serious about making more than games available to its purchasers.

What about availability of all these products. I understand that the 600XL is now in production and that all the computers will be available before the Christmas season. Indeed, they had better be available if Atari expects to keep their hand in this rapidly changing field at all. Presumably, all the other peripherals will also be available in a similar timeframe. As I learn more definite dates you can be sure that you will see them in print in the JACG newsletter.

\*

Hardware

Software

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**JULY JACG SPECIALS**

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CENTIPEDE \$30.00



The New Software  
By Arthur Leyenberger - JACG

A lot of new software was shown at the recent Consumer Electronics Show held in Chicago. As usual there was a proliferation of good and bad offerings from every conceivable (and some fairly inconceivable) sources. The following is a brief report of what will be appearing in the coming months. Some products are already on your favorite retailers shelves. Others will have to wait until they are finished which could be up to six months. I will present the new products in two categories: Applications Software and Games.

### Applications Software

#### ATARI:

Atari had several new items on display and some were actually running. Microsoft BASIC II was announced and had already hit the streets before the show was even over. It is a 16K cartridge with a 2K extension disk. The software is exactly the same as the previous version but the documentation is better. [There will be a review of AMSB II in the August issue of the JACG Newsletter.]

JUGGLES HOUSE is now out, as is PAINT. MICKEY IN THE GREAT OUTDOORS was shown by both Atari and Disney. [Mickey will be reviewed in a future issue of this newsletter.] TIMEWISE is ready to be released soon. It is an appointment calendar program. ATARIMUSIC I & II were announced. Atari LOGO is scheduled for a fall release and many people are looking forward to this implementation of the popular language.

#### SYNAPSE:

Synapse is about to release a powerful series of programs for the ATARI 400/800/1200 computers. Called the SYN-APPS for Applications from Synapse, these completely intercompatible packages include a database program, graphing and forecasting package, word processor, spreadsheet and others. SYN-TEXT is the wordprocessor that allows split-screen editing, file merge and links, cut and paste buffer and printer drivers/commands for all available printers.

SYN-FILE+ is the new version of FILEMANAGER+ that has been totally re-written in Forth (for speed and flexibility), holds up to 29000 records, can access four files simultaneously and includes a report generator. It can also merge data from Visicalc, Data Perfect, Filefax and of course Filemanager+.

SYN-TREND generates full color high resolution graphics from Visicalc or the other SYN-APPS products. It will support the Epson and NEC/C. Itoh printers and can perform bar, pie, scatter and line charts. It will also do time series analysis, moving averages, exponential smoothing and

linear regression.

SYN-CALC is the spreadsheet program. It is menu driven, features variable column width, logic functions and sorting. Multiple spreadsheets may be linked for roll ups and consolidation.

All of these programs work with each other, support the AXLDON RAMDISK and will support 80-column capability. Other products announced by Synapse included tax, statistics, communications and stock charting programs. Synapse may be the company to watch for serious Atari software. The four main programs are due to be available Sept. 1 and will retail for about \$100.00 each.

#### DATASOFT:

New products include MONEY WIZARD, a home financial management program. This package allows you to organize and track your finances. It will let you flag tax-related accounts, print/revise budgets and monitor up to 35 creditors.

WORD WIZARD is Datasoft's new word processor. It is a 3-part program which includes an editor, formatter and disk manager. WW supports the passing of printer control codes, automatic page numbering, headers, footers, underlining, italics, super/subscripts, right justification and more. TEXT WIZARD is said to still be available but at a lower price.

### GAMES

It seemed like games was what the CES was all about. Space does not permit more than a quick mention of what will soon be in your hands.

#### ATARI:

DONKEY KONG JUNIOR, FOOTBALL, JOUST, MS. PACMAN, PENGU, POLE POSITION, ROBOTRON:2084, SOCCER and TENNIS.

#### SIRIUS:

WAVY NAVY, BLADE & BLACK POOLE, SQUISH 'EM, ALPHA SHIELD, SPIDER CITY and CRITICAL MASS.

#### ROMOX:

15 new titles including: TAXI, WATER WORKS, FORT KNOX, NITRO and MAMA MIA.

#### DATAMOST:

Shoot 'em ups - NIGHT RAIDERS, AIR STRIKE II, VENUS VOYAGERS and TOPSEE TURVEE.

#### FIRST STAR:

BRISTLES, PANIC BUTTON, RENT WARS and FLIP FLOP.

#### CBS:

MADDEN FOOTBALL, WINGS, BLUE PRINT, OMEGA RACE, DOMINO MAN, and SOLAR FOX.

#### EPYX:

PITSTOP, SWAT RESCUE, GATEWAY to

Continued on Page 6



## Software --

APSHAI, SILICON WARRIOR, ROM'S REVENGE, and JUMPMAN JUNIOR.

### PARKER BROTHERS:

COMPUTER CHESS, Q\*BERT, POPEYE, RISK and SUPER COBRA.

### ACTIVISION:

Some re-releases for the ATARI computers - RIVER RAID, KABOOM.

### SYNAPSE:

Look for some real good stuff soon. BLUE MAX, a 3-D, diagonal scrolling full-graphics game. DIMENSION X is a fast action graphics adventure with moving checkered terrain, mountains and buildings all seen from within a moving space vehicle. Hard to describe - you gotta see it! Both of these games due within 30 days. Also look for ZEPPELIN, QUASIMODO, NEW YORK CITY, AIR SUPPORT, RAINBOW WALKER and ALLEY CAT sometime this fall. I was also told that Synapse is working on a flight simulator for the ATARI computers that will rival the Microsoft IBM simulator.

Well, there you have it. I think you will agree that there is some exciting new software just around the corner for the ATARI computer.

\*

## The June Meeting

The meeting started promptly at 10:00 complete with a videotape crew from Atari. First up was a quick rundown on Atari's new fall lineup which is covered elsewhere in this issue. Next, Dick announced that due to low funds in the club treasury, we must make a choice regarding the newsletter until membership renewal in September. The choices were.

- 1) An oversized July issue packed with fun mailed first class mail (you'll get it on time!) and no August issue.
- 2) A July/August issue mailed 3rd class mail (you will see it at your dealer long before it see's your mailbox!)
- 3) Have both a July and August 16-page issues and give the newsletters out at the meetings, mailing the balance 3rd class.

It was decided that there would be continuous newsletters and that they would be given out at meetings. (We will need volunteers for a half hour before meetings)

Next came the game reviews: Miner 2049er, Jumpman from Epyx, Pinhead, and an amusing review of Atari's Donkey Kong by Art. Ernie Rice from EHR III inc. demonstrated Eredit, a new program editor that will not let you lose any revisions of a program just because you didn't have the foresight to save the version that only worked a little bit. It uses Basic and seems to be very user friendly (HELP screens and all) it also has some very interesting search and replace features. Eredit retails for \$49.95 and looks good for the serious programmer.

John Anderson from Creative Computing (of Outpost: Atari fame) gave us insight into the inside party seen at the Consumer Electronics Show where it was announced that Alan Alda would be representing Atari for the next five years. He also discussed Atari's place in a very confused computer market.

The balance of the meeting was an indepth review of the fall lineup by Dick and Art complete with frisbees flying and keychains being hurled into the crowd. That's about it, so until next month so long.

Dave Logothetis  
JACG Secretary

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VCS Voice Controller



WORD  
PROCESSOR



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## ATARI TEACHERS' NETWORK an educational resource

by Curtis Springstead

Conceived as the brain child of Nancy Shuller, a computer education specialist, the Atari Teachers' Network will provide a communication medium between Atari users, Atari Inc. and the educational community.

The role of this group and its quarterly newsletter is perhaps best described by the charge given in the first newsletter to those who would participate in the network. "... to share computer-related happenings or material from your own classroom or school; to correspond with us frequently with comments, questions, debate or suggestions and to let us know how we, the other network members, can be of assistance to you."

Each quarter the newsletter contains reports, questions, answers, a software exchange and discussions about computers in the classroom and specifically ATARI computers. The latest issue contained reviews of hardware and software for educators as well as resources for the "turtle" based languages PILOT and LOGO which are becoming so popular on the ATARI.

It is our hope that we can act as a catalyst to the use of what we believe to be one of the finest computers for education. Our contacts with insiders at ATARI allow us to keep our members up to date on the projects being supported by ATARI and to have the ear of ATARI management with our input from the network.

For more information on the network and the newsletter contact us at the following address or speak to me at the meetings. A one year membership is \$4.00.

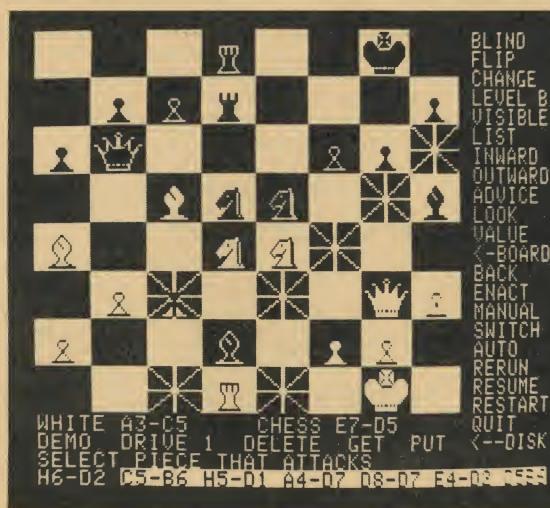
The Atari Teachers' Network  
PO Box 1176  
Orange, New Jersey 07051

### A Closer Look at Odesta Chess By A. Leyenberger - JACG

Last month David Forbes reviewed the Chess program by Odesta Software. Space did not permit a lengthy review of this quality software product. Although there are too many features to cover in a detailed way, the figure below briefly describes the options available.

This program is clearly the best microcomputer implementation of chess anywhere. It is being used in educational settings from high school to graduate school to study artificial intelligence. The Odesta Newsletter which will be sent to owners of any Odesta product will cover unique and unusual applications of their products in addition to providing strategy hints on their games.

Odesta plans to release additional "classic" board games for the ATARI and other computers.



- ◀ Variations of blind-fold play—camouflaged or invisible pieces
  - ◀ Invert board to play black on bottom
  - ◀ Change pieces on board during game, or set up position
  - ◀ Change between 15 levels of play, plus postal and mate-finder modes
  - ◀ Show move that Chess is thinking about
  - ◀ List played moves for each side
  - ◀ Lines of force in: attacks and defenses on a square
  - ◀ Lines of force out: squares attacked and defended
  - ◀ Chess suggests a move
  - ◀ Show moves Chess thinks you will make, and its responses
  - ◀ Evaluation of a position
  - ◀ Return to board or switch to command menu
  - ◀ Take back a move (repeatable)
  - ◀ Play move suggested by look-ahead search
  - ◀ Chess plays neither side
  - ◀ Switch sides
  - ◀ Chess plays against itself—one level against another
  - ◀ Replay through most advanced position
  - ◀ Skip to most advanced position
  - ◀ Start new game
  - ◀ Leave program
  - ◀ Save, get, and delete games to and from disk
- All features self-documented; all choices cursor-controlled  
Screen shows "outward" and "look" features being used





New ATARI Joystick



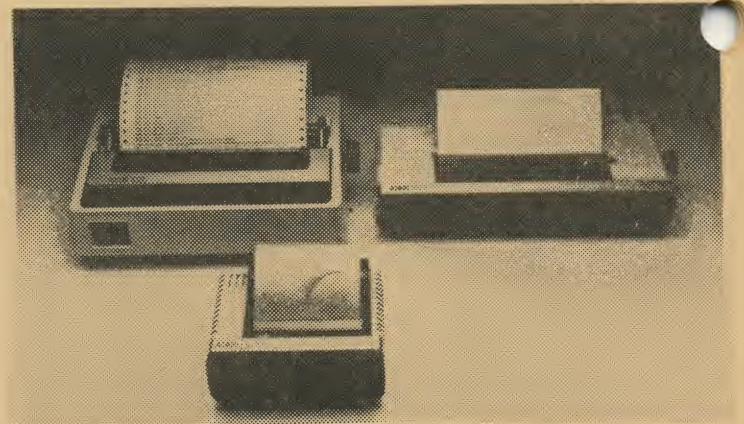
Atari Employee Using Radio Shack Model 100



New Atarilab



The RANA Box



New Atari Printers



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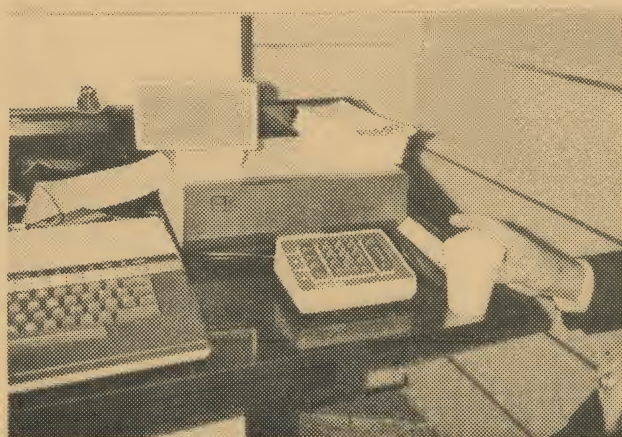


Atari 800XL, 2 Drives & CPM





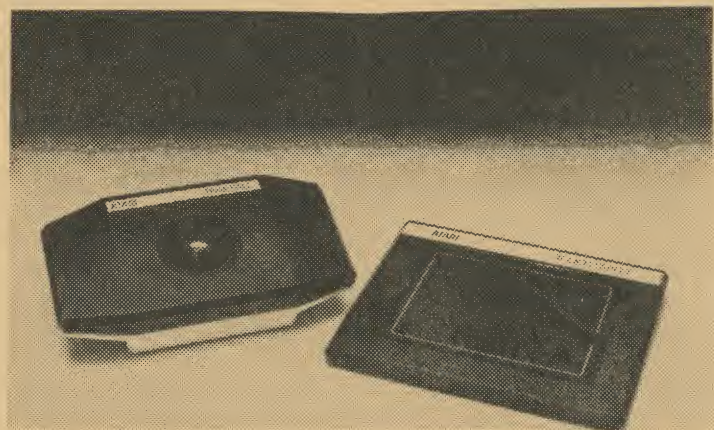
New Software from Atari



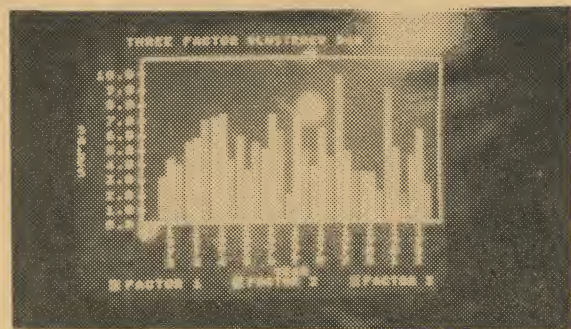
Atari Expansion Box (right rear)



Atari Software for other computers



New Atari Track Ball, Touch Pad



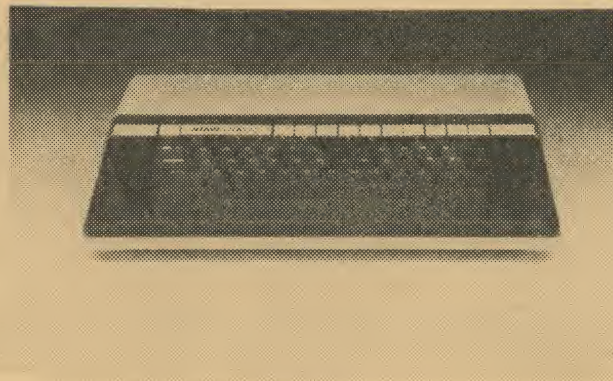
Synapse's SYN-TREND



ATARI 1450XLD



Synapse's SYN-STOCK



ATARI 1400XL



## The Monkey Wrench II

By Eastern House Software

Reviewed by Don Ursem - JACG

A silk purse out of a monkey's ear has finally been achieved by EASTERN HOUSE SOFTWARE's second release of the MONKEY WRENCH utility cartridge. This new version was lent to the JACG for review through the courtesy of Bob and Sarah Mutke of GEMINI ENTERPRISES, one of our long time advertisers and one of my two favorite Atari stores - you literally have to see Bob's stock of software, joysticks, books and peripherals to believe it. (And at prices that wipe out Crazy Eddie, too!)

MONKEY WRENCH (MW) is a right hand cartridge for the Atari 800 only (who else has a right hand slot?). It works only with the Atari Basic cartridge inseted in the left slot and in effect, adds commands that are missing from the normal operating system. The old version was interesting, consisting of 4K of code in an 8K cartridge space. The new one, now 8K of code still takes up the same 8K of your memory space, costs only ten bucks more (\$59.95), adds 18 rather than 9 extra functions.

In the old version, the ability to auto line number, renumber and delete ranges of line numbers of your Basic program with one command was most useful. You could also show the current variable settings, lock the cursor keys so that the cursor could be moved without having to press control (==\* then are accessed by the control keys - this can be toggled off or on at will), set margins with a command instead of a poke, change hex to decimal numbers or vice versa, and finally, there was a command to escape to a resident monitor with 15 more commands. This is a monitor, not a debugger, since it lacks single step or stack monitoring commands. But it is a very decent monitor, with commands to dump and alter memory both in hex and ATASCII formats, display and alter the CPU registers, disassemble memory into assembly source language (to screen or printer), search for specific values or strings in RAM, and save or load machine code (from cassette), including copying single stage boot cassettes.

So what's new in MW II? Well, they finally got around to some of the functions I really consider handy. Now you can search and replace within your BASIC program - for anything, including variable names, text, values, etc. All of the MW II commands are one or two letter commands, you just prefix them with a caret (^) to distinguish them from executable direct BASIC commands.

There's more. You can also MOVE or COPY a range of lines within a current program; you can look at your disk directory without leaving BASIC (just type >> or >>2 and hit return). You can toggle your printer on or off so that anything listed to the screen also goes to the

printer. You can list your program prettily formatted so that multiple statements on a line appear indented, each on a separate line, for readability (the resident program is not altered by this). And oh, I forgot, if you just want to browse through your program theres no longer any need to keep listing line ranges - you can toggle into scrolling mode and use the yellow function keys to scroll either up or down through the program until you find the line you want. The frosting on MW II is that there is an excellent memory test included as a monitor commnd.

Physically the cartridge is also improved. No longer a bare board, it is high quality glass boarded, gold plated, and comes in a clone of ATARI's rugged plastic cartridge case (minus the sliding door at the bottom). This is good, because you must pull it out whenever you want to boot without BASIC - MW II demands a left cartridge in place or it becomes piqued and locks up the machine. (It doesn't care what cartridge - I fooled it with a PILOT one and some of the commands still worked.) The editing functions will only work under BASIC because they seem to operate by listing the program into some memory cache and operating on each line as it is converted to text, then feeding it in as a replacement BASIC line to retokenize it. You don't see this happening, but you will see BASIC's surprised ERROR messages if your changes create invalid syntax. (PILOT just said WHAT? WHAT?) There is a delay when operating on a long program, but typically on the order of 10 seconds or less, not long enough to be annoying.

I would have liked to use the editor, or at least the monitor of MW II under non BASIC environments, but then, I'm greedy. This is an impressive package if you're using ATARI BASIC, and a godsend of human engineering if you have only a cassette based 800. The only other disadvantage I'd note is that, like most utilities, MW II usurps page six, so you shouldn't run programs that want to poke their own tricky machine language subroutines into decimal 1536 and on up. This, unfortunately is very prevalent with the programs you buy or get from magazines. You can edit them, but be careful to save them and remove MW II before running them, or you are taking chances. For your own stuff, you can stay out of page six and enjoy the features MW II gives you. Want one? Sure, then you can tell people that you haven't had any problems at all with your Atari hardware since you tried fixing it with a monkeywrench! (Bob is such an amiable guy that he may not even shudder at this awful joke as he's ringing up your sale.) \*



KEYPUNCH CARDS



# TIDBITS

News and Views by  
Arthur Leyenberger

This is a new column that will bring you news, rumors, helpful hints and whatnot every month. If you have any information that you would like to see here, send it to me and I will use it.

## Miner 2049er Tip:

If you would like to go directly to any level in Miner 2049er then do the following: Go to the first platform above ground level and move to the far right side of the screen. Then, type 2137826861. Now press [SHIFT] and the level that you wish to go to and you will go there instantly. You can continue to change levels from anywhere in any level by simply pressing [SHIFT] level#. No need to type in the 10 digit number after the first time.

## Bank Street Writer by Broderbund:

There is now a version of the BSW that is compatible with the ATARI 1200XL computer.

## ATARI CONVENTION:

TARICON '83, an all-ATARI computer convention sponsored by the Michigan Atari Computer Enthusiasts (M.A.C.E.), will be held October 21-23 1983 at the Southfield Civic Center Pavillion in Southfield, MI. For more information, write to: TariCon '83, MACE, Box 2785, Southfield, MI 48037. Look for full details in next months issue of the JACG Newsletter.

## Atari 810/1050 Disk Drive Compatibility:

As most of you know, the new Atari 1050 Disk Drive will be a dual density (127K Bytes) drive that will only have this added capability when running Atari DOS 3.0D. A little bird told me that the most recent Tandon 810 drives (with the flip-up hatch) have the capability to run DOS 3.0D. This means that (supposedly) these 810 drives can support 127K Bytes of information. Film clip at eleven. So don't junk the 810's just yet.

## New Language from OSS

Optimized Systems Software, the folks who brought you BASIC A+ (and Atari BASIC originally), are supposed to be releasing a new language called ACTION. This language is supposed to be a cross between BASIC and Assembler - fast yet easy to use. My aging memory cells prevent me from mentioning other details and where I heard about it.



PRINTER

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## =====

## TRADING POST

## =====

Trading Post is a monthly column that allows JACG members to list items for sale or swap. There is no charge for this service, and material must reach me by the 20th of the month.

For Sale: ValFORTH player/missile graphics and character/sound editors from valpar. Cost \$39.95 new, will sell for only \$20.00; Data Perfect (latest version) - \$50.00; Bank Street Writer (1200XL compatible) - \$40.00; K-Razy Kritters (cart.) - \$15.00; Romox Fortune Hunter (cart.) - \$15.00; APX programs: , BLIS (BASIC program lister), XREF (BASIC cross reference utility), INSOMNIA (sound editor), and T: (text display device) -- \$10.00 each; Iridis 2 Tutorial (cassette) - \$5.00; SCES Player Piano (cassette) - \$5.00; Swifty Programming Aids - \$5.00. Contact: Art Leyenberger, (201) 386-4254 (days).

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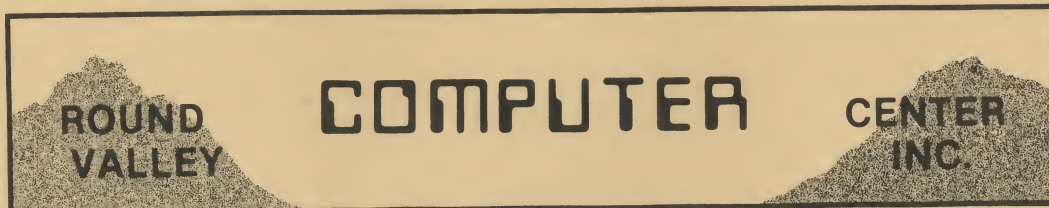
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by Benjamin Eng - JACG

The typographical errors are:

8) connect Z513-3 to Z513-3

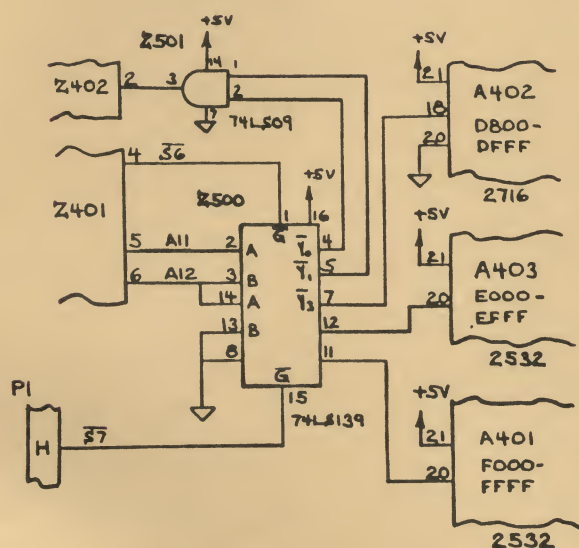
8) connect Z513-1 to Z513-13

F25A 10 A0

to:

F25E 10 A0

on page 15, the correct schematic for the EPROM CONVERSION CIRCUIT (figure 4) is:



EPROM CONVERSION  
CIRCUIT  
FIGURE 4

A hand-drawn floor plan of a room, likely a kitchen or dining area, showing the layout of several pieces of furniture. The items are represented by simple rectangles and circles, with labels indicating their type and dimensions.

- A401**: A large rectangular table or counter on the left side.
- A403**: A large rectangular table or counter in the upper middle section.
- A402**: A large rectangular table or counter in the middle section.
- Z401**: A small rectangular table or counter located between A402 and Z500.
- Z500**: A tall, narrow rectangular table or counter located between Z401 and Z501.
- Z501**: A small rectangular table or counter on the right side.
- Z403**: A small rectangular table or counter located below A402.
- Z402**: A tall, narrow rectangular table or counter located below Z500.
- Z**: A small circle located above Z500.

The floor plan is enclosed within a simple rectangular border. The labels are handwritten in capital letters and numbers.

EPROM OPERATING  
SYSTEM  
FIGURE 6

For 52K RAM systems - install  
Z500-4 to Z402-2.

and add the following text:

For 52K RAM systems - glue a 74LS09 "DEAD BUG" style as shown in figure 6 (corrected). This chip will be designated Z501.

- 1) connect Z501-3 to Z402-2
- 2) connect Z501-1 to Z500-5
- 3) connect Z501-2 to Z500-4
- 4) connect Z501-14 to +5V
- 5) connect Z501-7 to GND.

The omission of the above steps will only affect the addressing of RAM from C000 thru CFFF.

I apologize for any inconvenience I may have caused.



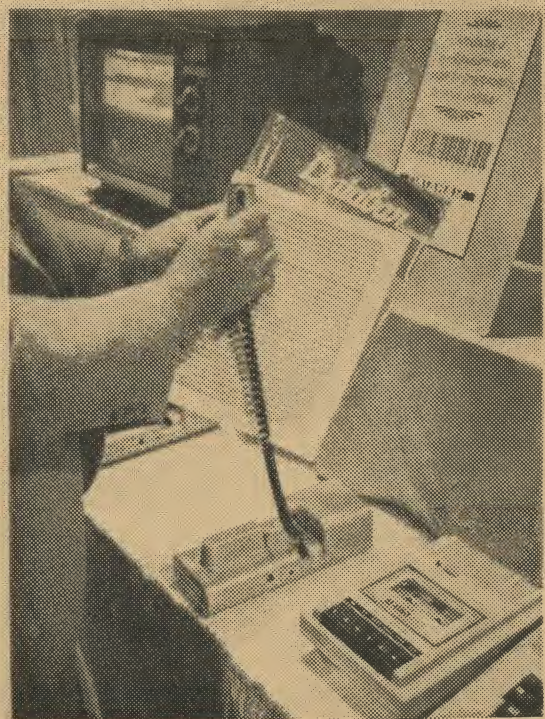
Is BARCODE in Your Future?  
By Arthur Leyenberger - JACG

DATABAR corporation will soon begin to sell a product that may revolutionize the home computer software industry. Their new system (see picture below) consists of an optical scanner that reads bar code, an interface to several of the popular microcomputers including the ATARI and a program of software support. The barcode itself, distributed on non-reproducible paper sheets, is similar to the barcode (Universal Product Code) that is on just about everything in your local supermarket. The barcode is not machine-specific and 1 page is equivalent to approximately 1 kilobyte of information.

Entering barcode by means of the scanner is easy and will reduce the number of errors that a user typically makes when entering programs by typing. DATABAR's own BASIC programs will be released first in their monthly DATABAR magazine. Eventually their software will be sold separately in retail stores. According to Leslie Arnold, company president, software from other vendors will also be produced in the barcode format.

Initially the program categories will be Family Health, Games, Home Business, Word Processing, Education, Math/Science and General Interest. Software sold in retail stores will sell for about \$10.00 and contain up to three programs. Subscription to the magazine will be \$10.00 per month.

The bar code scanner will sell for \$79.95 and be available in early 1984. \*



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### JACG MEETINGS

Although I try very hard to schedule meeting topics in advance, something always seems to come up at the last minute, whether it be a cancellation or insertion. In light of the size of the club, I still feel that a main topic such as educational or programming is of value because not everyone has the same interests. So I will continue to plan ahead and notify the members of the upcoming schedule. For those with modems, the meeting schedule will be posted on the JACG bulletin board.

July- I will resurrect the snowed out communications program. We will cover modems and the necessary software, as well as some of the different data bases that the members use. This will include other ATARI club BBBs and how to upload/download. The emphasis will be on what is available for you from other sources.

August- I wonder how many members will be on vacation, so allow me the option of notifying you at the July meeting.

Sept- A more SERIOUS meeting which will concentrate on the different programming languages to ATARI users. We will compare the available languages to ATARI BASIC in order to highlight ease of use, system requirements, etc. This should interest our younger members who would be going into computer science, or any member wanting an overview of the following languages:  
BASIC, Pascal, C, Pilot, FORTH, 6502 Assembler and the extended BASICS.

As usual, we will cover the topics in roughly an hour, leaving time for guest speakers and late breaking news.



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